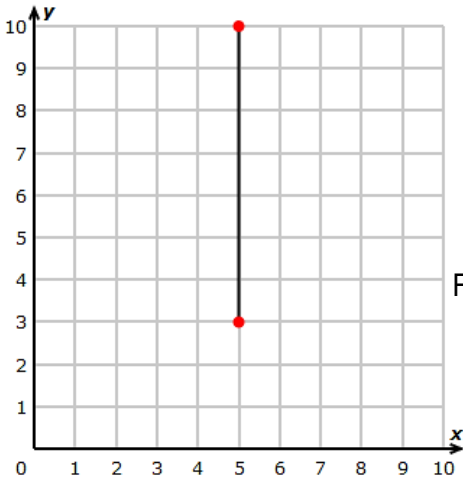


## 5.G.2 Graphing Real World Problems

I can represent real world problems by graphing points in the first quadrant of the coordinate plane, and interpret coordinate values of points in the context of the situation.

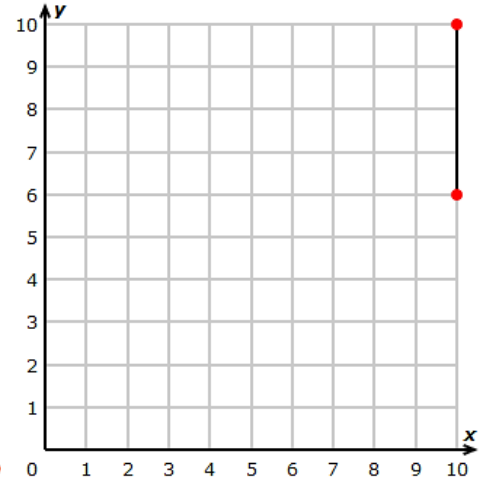


Find the distance between (10, 6) and (10, 10).

\_\_\_\_\_

Find the distance between (5, 3) and (5, 10).

\_\_\_\_\_

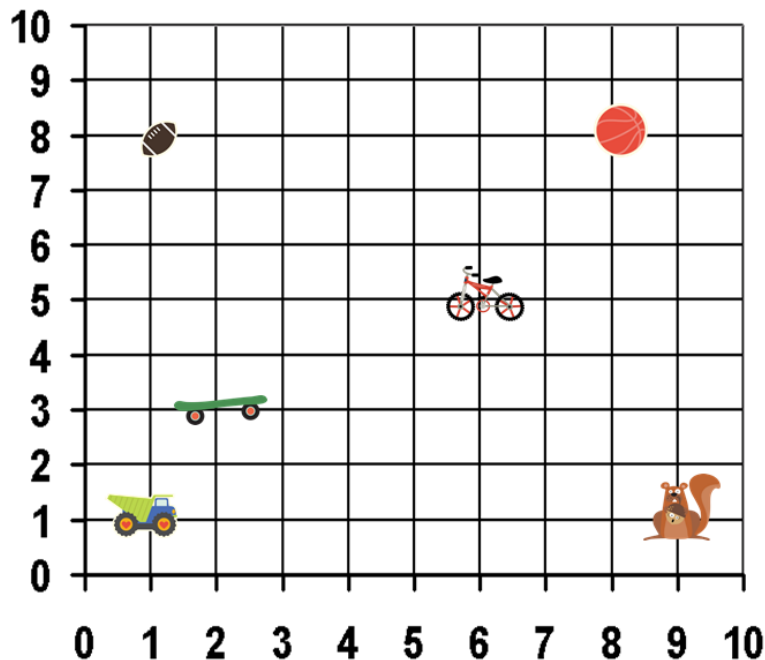


What are the coordinates of the skateboard ramp?

How far is the football game from the basketball court?

Who is located 40 feet to the right of the sandbox?

How far is the squirrel from the skateboard ramp?



### KEY



Football Game



Bike Path



Skateboard Ramp



Basketball Court



Friendly Squirrel



Sandbox



= 5 sq. feet

